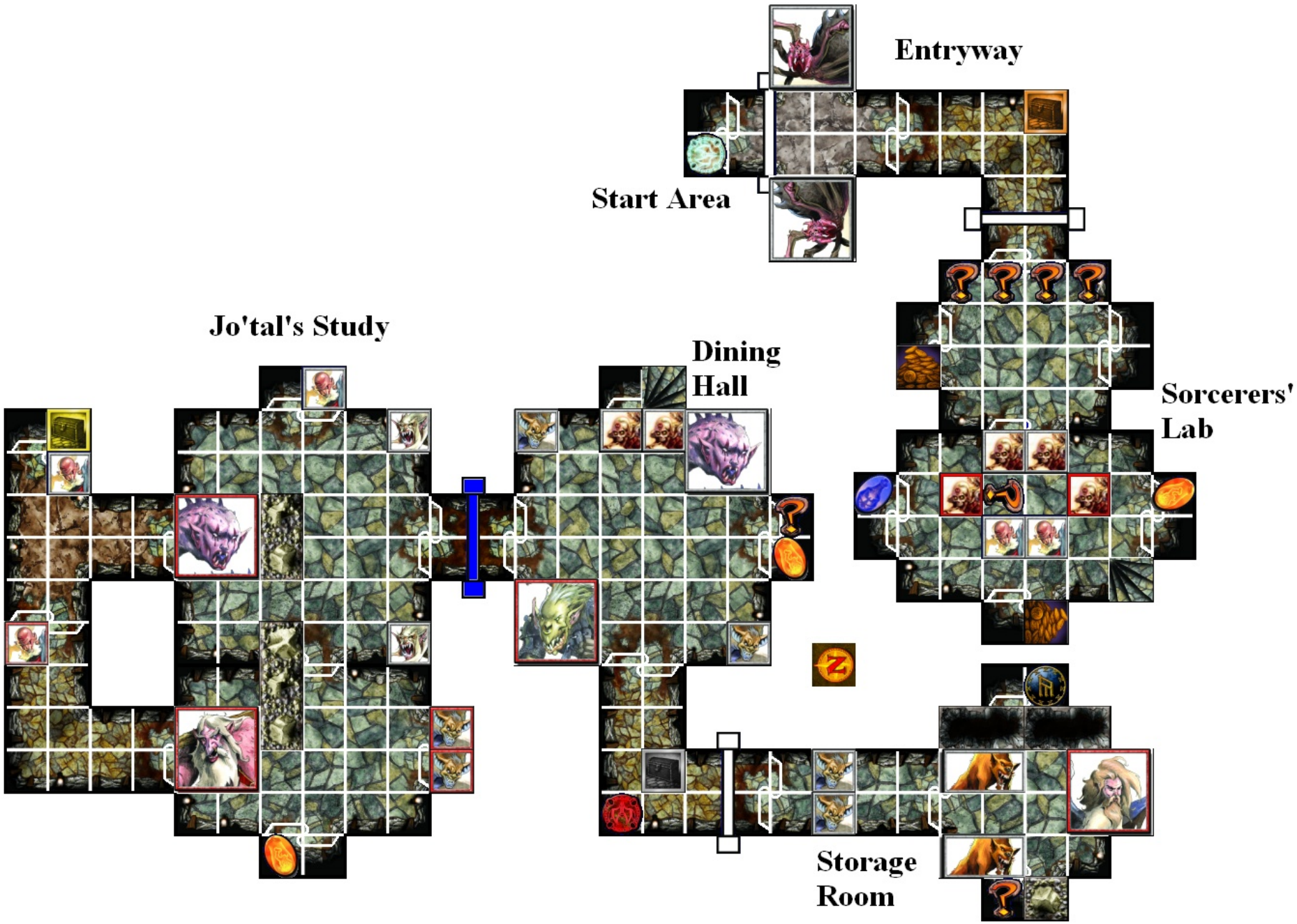

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Black Magic

By Mike Betzel

Quest Background

Over the past few weeks, rumors have been spreading of odd activites in and around the home of Jo'tal, a sorcerer who is known to be in service of King Thoran. Shadowy figures can be seen moving in the windows and some claim to have heard torturous cries from within the walls. In an attempt to calm the townsfolk's fears, King Thoran - looking tired and frail in his old age - held a meeting and attempted to assure the people that activities at Jo'tal's house were nothing to be concerned about. It was clear the king was hiding something.

Later that evening you are approached by members of the king's inner council. Apparenly they have reason to believe that terrible things are happening inside Jo'tal's house but feel the king is too far gone in his old age to realize the true danger Jo'tal may pose. They've asked you to investigate Jo'tal's activities and get to the bottom of what's going on inside.

Quest Goals

Enter Jo'tal's house and find what the sorcerer is up to. The heroes start with 7 conquest tokens and 300 gold per hero.

Treasure Chests

Bronze 1 - 2 treasures, 1 curse
Bronze 2 - 2 treasures, 100 coins
Bronze 3 - 2 treasures
Silver 1 - 2 treasures, 200 coins, 2 curse
Silver 2 - 2 treasures, 200 coins
Silver 3 - 2 treasures, 2 curse
Gold 1 - 2 treasures, 2 curse, one fatigue potion
Gold 2 - 2 treasures, 2 curse, one healing potion

Treachery

If playing with the Well of Darkness expansion, you may add treachery cards as follows:

Event (green) - 1
Trap (purple) - 2
Monster (red) - 1

Entryway

If there has been any activity in this house, it surely hasn't been through the main hallway. A thick layer of dust covers everything and cobwebs line the walls.

Sorcerers' Lab

This appears to be a lab of some sort. Shelves of books line the wall, although many of the books have fallen to the floor. You see two apprentice sorcerers finishing some sort of incantation over rotting corpses on the tables in front of them. As their spells finish you notice the skin of the corpses start to convulse and then burst as their skeletons extrude themselves from their former bodies and come to life. The sorcerers seem startled by your presence and send their newly-risen creations after you.

Row of encounter tokens by doors

If a hero steps on any of the encounter tokens by the door, have them roll 1 power die. If they roll a blank, remove all four encounters, give the heroes 2 conquest tokens and read the following:

As you step forward you narrowly avoid releasing a tripwire running the width of the room. You make note of the trap, certain to avoid it on your way out.

If they roll anything else (power or range/life), replace the four encounter tokens with pits and read:

As you cross the floor you feel a nearly invisible wire give way at your ankle. Before you can react the floor beneath you drops and you fall into a pit.

Treat the pits as Spiked Pit traps. Do not re-roll to see if the spiked pit damaged the heroes; the roll you just performed covers that check.

Middle encounter token

Read the following when the heroes step on the encounter token in the middle of the room:

Sitting on the table are loose sheets of parchment that seem to have been torn out of a book. The writing is faded and illegible on many pages, while others are stained with so much blood it's impossible to read. You do find one scrap with the following text:

"The king demands the impossible of me. Immortality? He should know better than to think even I could find a way to avoid death. Power has corrupted him in his old age, though, and he threatens me with my own death should I not grant him his wish. At least he pays well..."

Give the heroes 3 conquest tokens.

Dining Hall

This dining hall looks more like a slaughterhouse. Blood lines the walls and floor and the table has been reduced to splinters. An ogre lumbers across the remains of the table, flesh rotting and hanging from its bones.

Ogre Death

When the heroes kill the ogre, read the following text and give the heroes the green rune key.

Attached to the ogre's belt is a key ring with a single key. You take they key in case it should come in handy.

Silver Treasure

This silver treasure may only be opened if they heroes are carrying the green rune key recovered from the master ogre in this area. If the heroes step on the chest but do not have the green rune key, read the following and do not reveal what is inside:

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The chest is locked tight and refuses to open. You notice a small jade rune carved into the lock itself.

If the heroes step on the treasure when they have the green rune key, read the following text and give the heroes their treasure.

You slip the key into the lock and it opens with ease.

Storage Room

Little is left in this storage room. Most of the crates and boxes are broken and battered, their contents long gone. The only thing that really catches your eye is an oddly-formed rock in the corner.

Encounter Token
Read the following text when a hero steps on the encounter token:

A large rock sits in the corner and looks very out-of-place. Examinging it closer it seems like there may be a trap door underneath.

Read the following when the listed number of heroes surround the rock next to the encounter token:

1 hero - You try to move the rock yourself but it won't budge.
2 heroes - The rock gives way a little bit, but even with the two of you the rock is too heavy to move.
3 heroes - It takes much effort from all three of you but the stone finally gives way and reveals a door beneath it.

Read the following after 3 heroes surround the rock:

You open the door and find a tattered journal. Many pages have been ripped out but you flip through to gather what information you can. Jo'tal describes in length his dive into madness as the king pushes him harder for a way to gain immortality. Day after day Jo'tal was forced to perform horrible experiments in both the dead and the living. Eventually he ended up performing crude experiments on himself. The last words written in ink are, "It is done, but the king shall not be pleased."

Give the heroes 3 conquest tokens when they surround the rock with 3 heroes.

Jo'tal's Study

Important: The overlord may not play spawn cards in Jo'tal's Study. See the section "Jo'tal" for instructions on how to spawn monsters in this area.

This large room appears to be Jo'tal's master study. Inside you find Jo'tal sitting in a chair. His flesh is rotted away in many places and the stench is horrid. As he looks at you and speaks you see pain and sadness in his eyes:

"Begone, fools! Flee while you can! Death controls me now..."

Jo'tal's body begins to convulse wildly as he flees to the back of the room. Before you can catch him you hear a litany of spells echo through the hall, followed by the sounds of voices and growling.

Jo'tal
Jo'tal is considered a master sorcerer only he has 4 armor, 12 life and Quick Shot.

Instead of performing any attacks on a given round, Jo'tal may try to summon creatures to his aid.

Before summoning, Jo'tal must spend one turn concentrating on the summoning spell. To concentrate on the spell he may not spend any movement points. At the end of his concentration turn, place a marker next to him to show he has concentrated on the spell.

On the overlord's next turn, Jo'tal must spend the token to make one attempt at summoning creatures (Quick Shot does not allow him to summon twice, nor does playing Rage). To summon, roll using Jo'tal's attack dice. You may spend hearts and surges rolled to summon creatures using the point values listed below; each heart and each surge count as one point. First point value is to summon the normal type of monsters listed, second is for the master versions:

Skeleton and beastman (one of each)	1 / 2
Hellhound	2 / 3
Razorwing and Spider (one of each)	3 / 4
Sorcerer	4 / 5
Naga, ogre or manticore	5 / 6
Giant, dragon or demon	6 / 7

Note: You may spend the points however you want. For example, the following spawns would be possible with 5 points (total hearts and surges):
A) One master sorcerer
B) One master razorwing spawn, one master skeleton/beastman spawn.

Note: You only have the potential to summon a master giant, dragon or demon if you have DOOM! in play. Unused points do not carry over to the next round.

Summoned creatures do not follow line of sight rules for summoning but must be placed adjacent to Jo'tal. If there are not enough adjacent spaces for a creature it may not be summoned. You may not concentrate on the summoning spell on the same turn that you cast the summoning spell.

Jo'tal's Death
Read the following when Jo'tal is killed:

Jo'tal falls to the ground gasping for air. With his final breath he says, "Now I die, and the king dies with me." His body goes still.

Rummaging through his desks looking for clues on Jo'tal's transformation, you discover that the sorcerer refused to keep any written information on the specifics of the potions and spells he created to achieve his partial transformation into a lich. Anything he discovered died with him. With Jo'tal's death the king is now sentenced to die of old age.

The players have completed the quest and earn 4 conquest tokens.

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